

Stacked Deck Grant Information

What to Know

- People who report having three or more Adverse Childhood Experiences (ACEs) are three times more likely to have a problem with gambling.
- Sixty to eighty percent of adolescence across the globe gamble each year.
- Those in their teens and twenties have the highest rates of problem gambling.
- Youth with gambling problems are more likely to use tobacco, drink heavily and use drugs.
- The gaming and gambling industries are converging allowing for gambling elements and characteristics to be embedded into video games and social games.

Defining Problem Gambling

Problem gambling includes all gambling behavior patterns that compromise, disrupt or damage personal, family or vocational pursuits. The essential features are increasing preoccupation with gambling, a need to bet more money more frequently, restlessness or irritability when attempting to stop, "chasing" losses, and loss of control. In extreme cases, gambling disorder can result in financial ruin, loss of career and family, or even suicide.

The NC Problem Gambling Program

The North Carolina Problem Gambling Program (NCPGP) was established to provide and support effective problem gambling prevention, education, outreach and treatment programs throughout the state.

Stacked Deck Curriculum and Grant Information

Stacked Deck is the only evidence-based program that is effective in preventing and reducing the risk of problem gambling among teens. Offered in six sessions, the program is aimed at changing gambling-related attitudes, knowledge, beliefs and practices. It also seeks to improve decision-making and problem-solving. The Stacked Deck curriculum is interactive, including activities such as role-playing and discussion of case scenarios involving gambling and substance misuse.

Grants of up to \$5,000 are available for middle schools, high schools, and at-risk community-based programs to implement Stacked Deck Curriculum. Educators are trained, provided technical support, and given all of the materials needed to implement the program. Educators will also be trained on Adverse Childhood Experiences (ACEs) and will attend a virtual trauma-informed and resiliency-focused skills lab. Research indicates that coupling problem-gambling education in schools with resiliency-focused programs will increase the effectiveness of prevention efforts.

First-year applicants can apply for up to \$5,000, second-year applicants can apply for up to \$3000 and third-year applicants can apply for up to \$2,000. This grant is for middle schools, high schools and organizations serving at-risk youth in community settings. Please consider teaching the curriculum to $7^{th} - 12^{th}$ graders.

Learn about Stacked Deck at Summer School

A virtual summer school program is scheduled for July of 2021. Topics covered will include youth problem gambling, youth gambling, Adverse Childhood Experiences and a resiliency-focused skills lab. Participants will also learn how to deliver the curriculum in a train the trainer model. Contact Alison Drain at alison.drain@dhhs.nc.gov or 919-800-8482 for more information.

